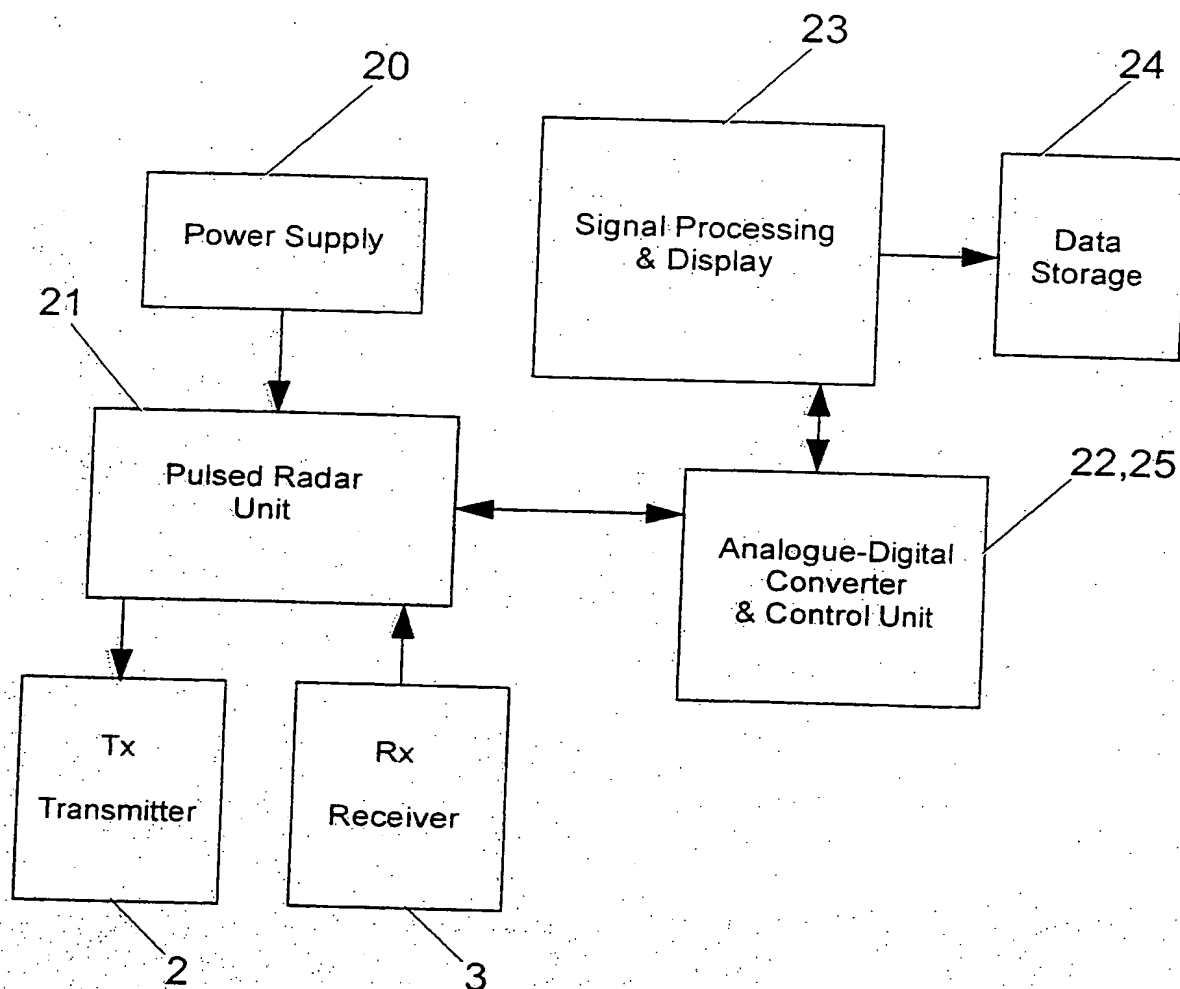


1 / 21

*Fig. 1*

2/21

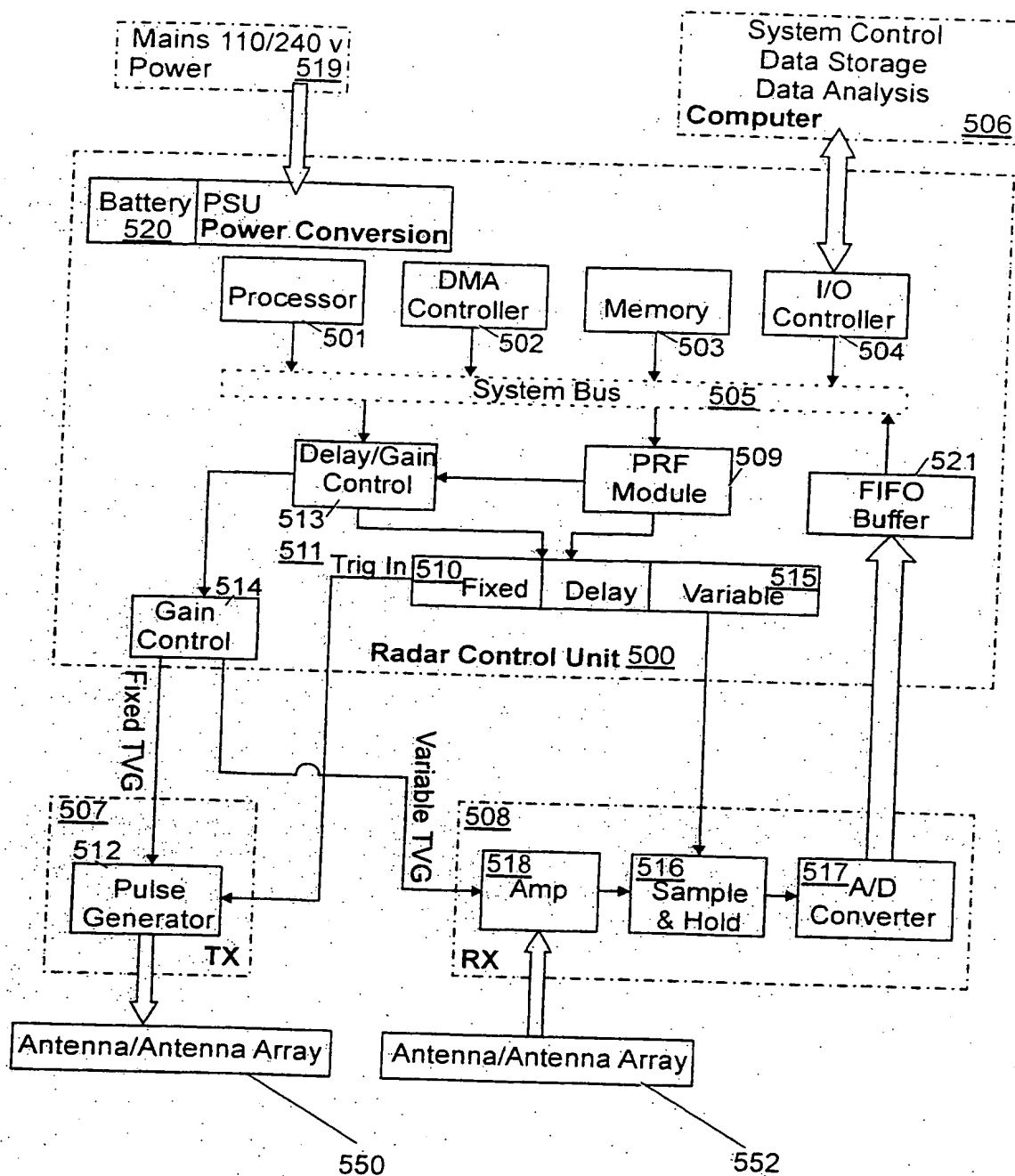


Fig. 2

3 / 21

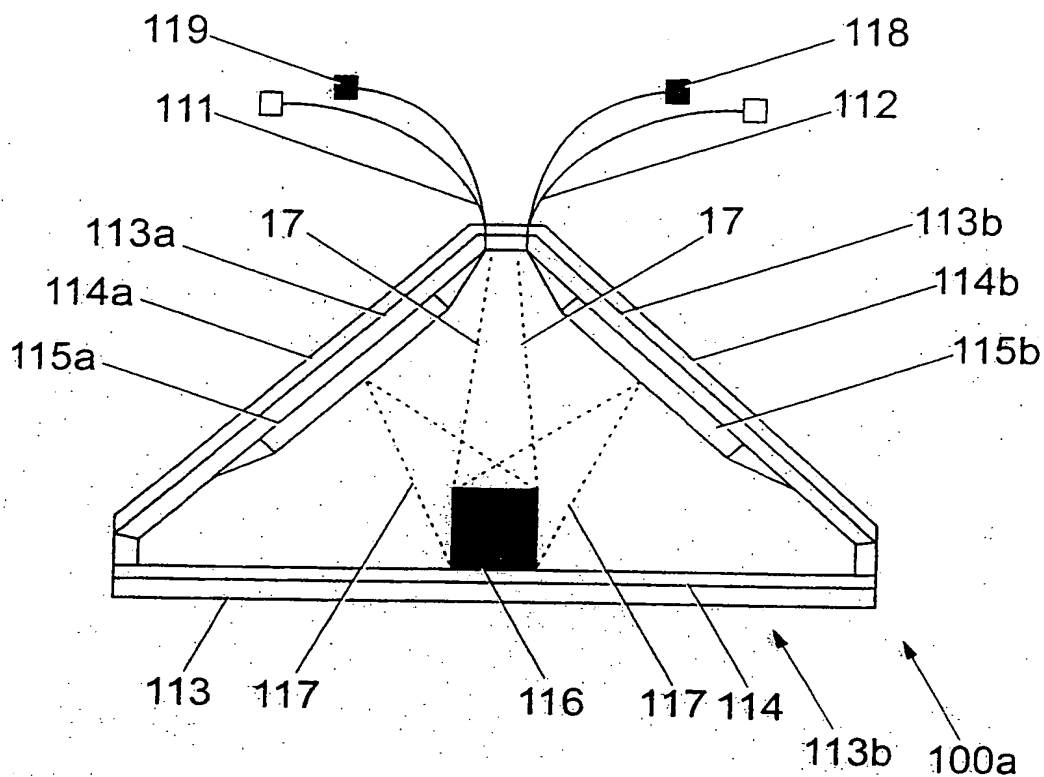


Fig. 3A

4/21

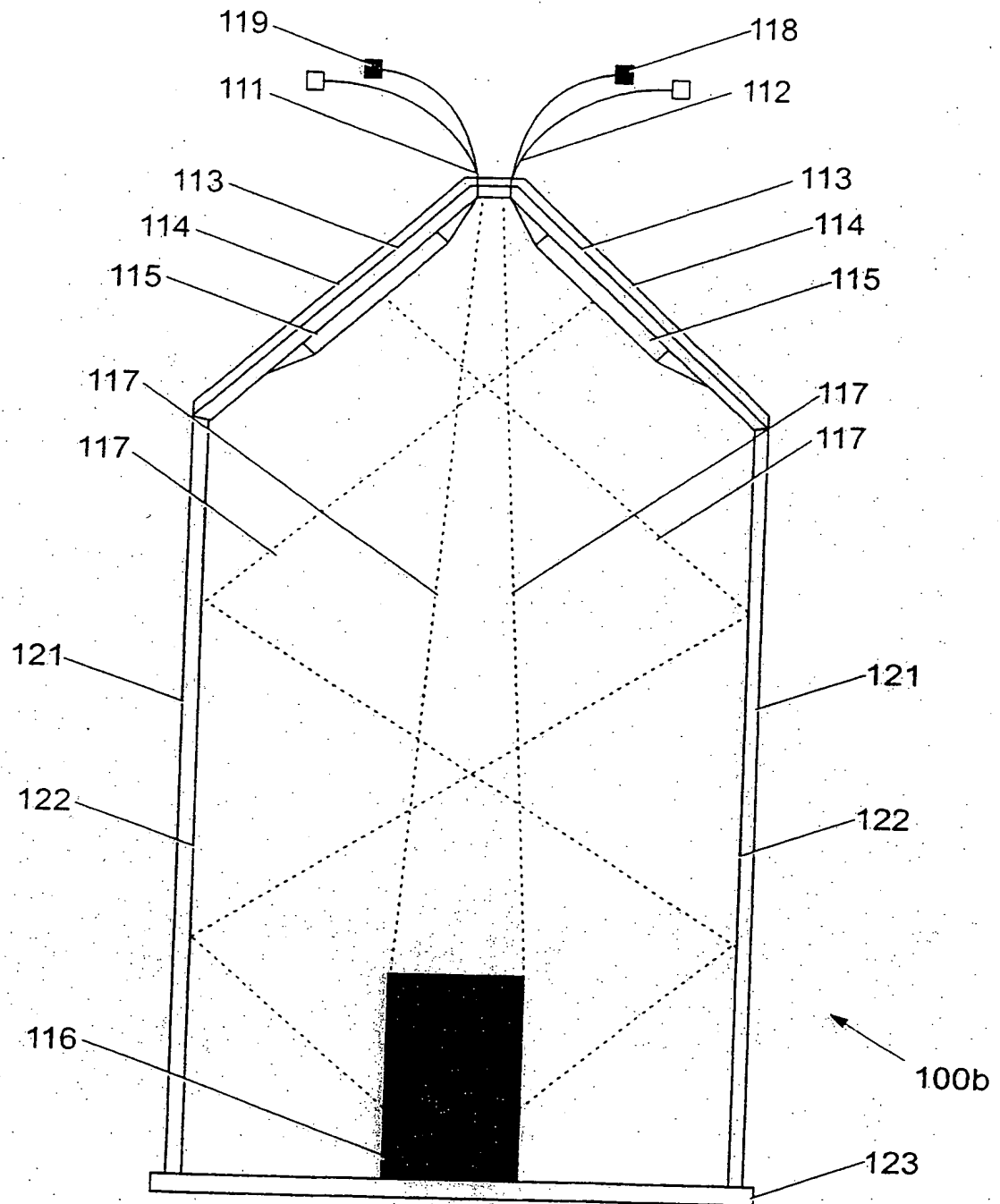


Fig. 3B

5/21

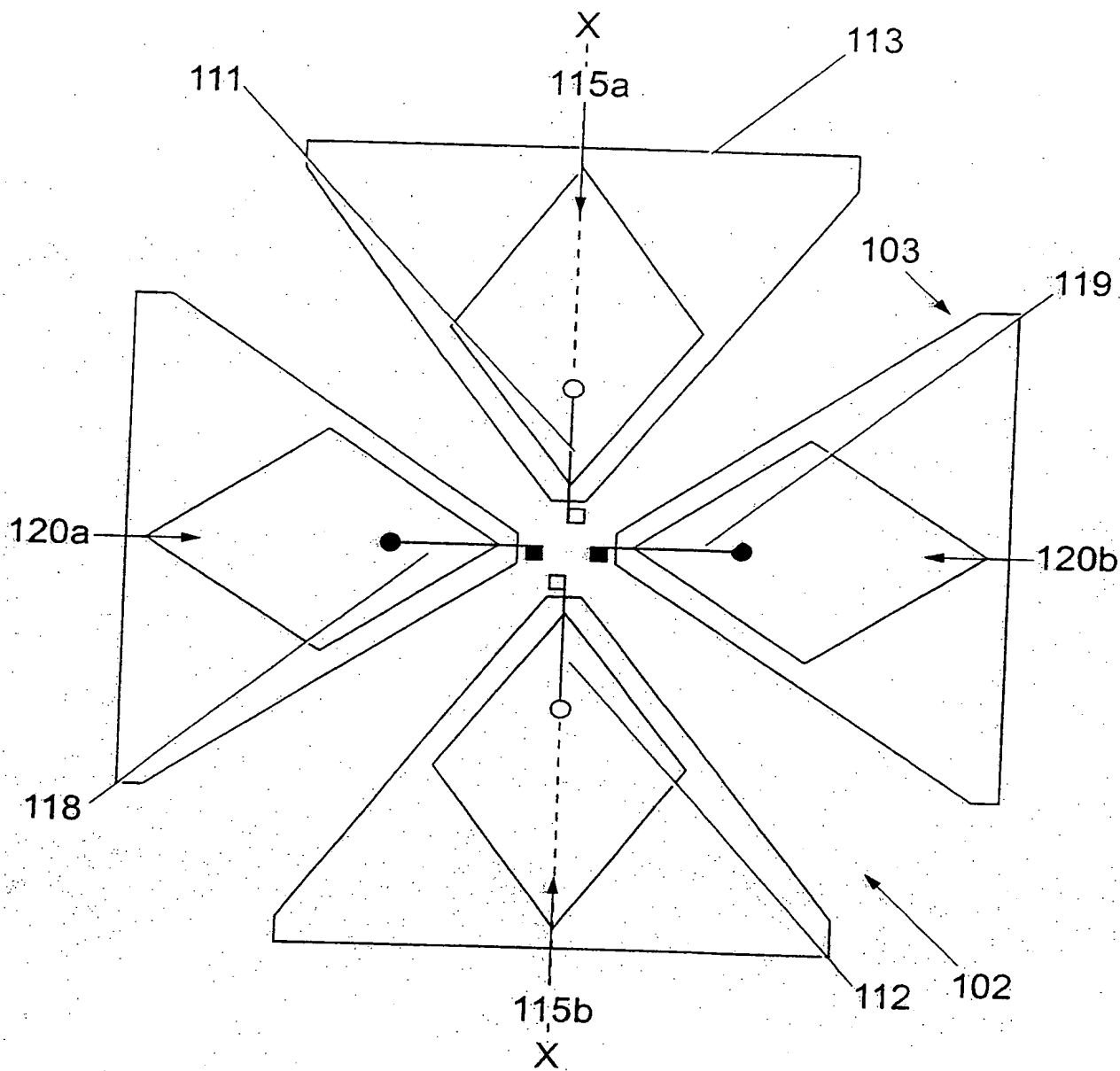


Fig. 4

6/21

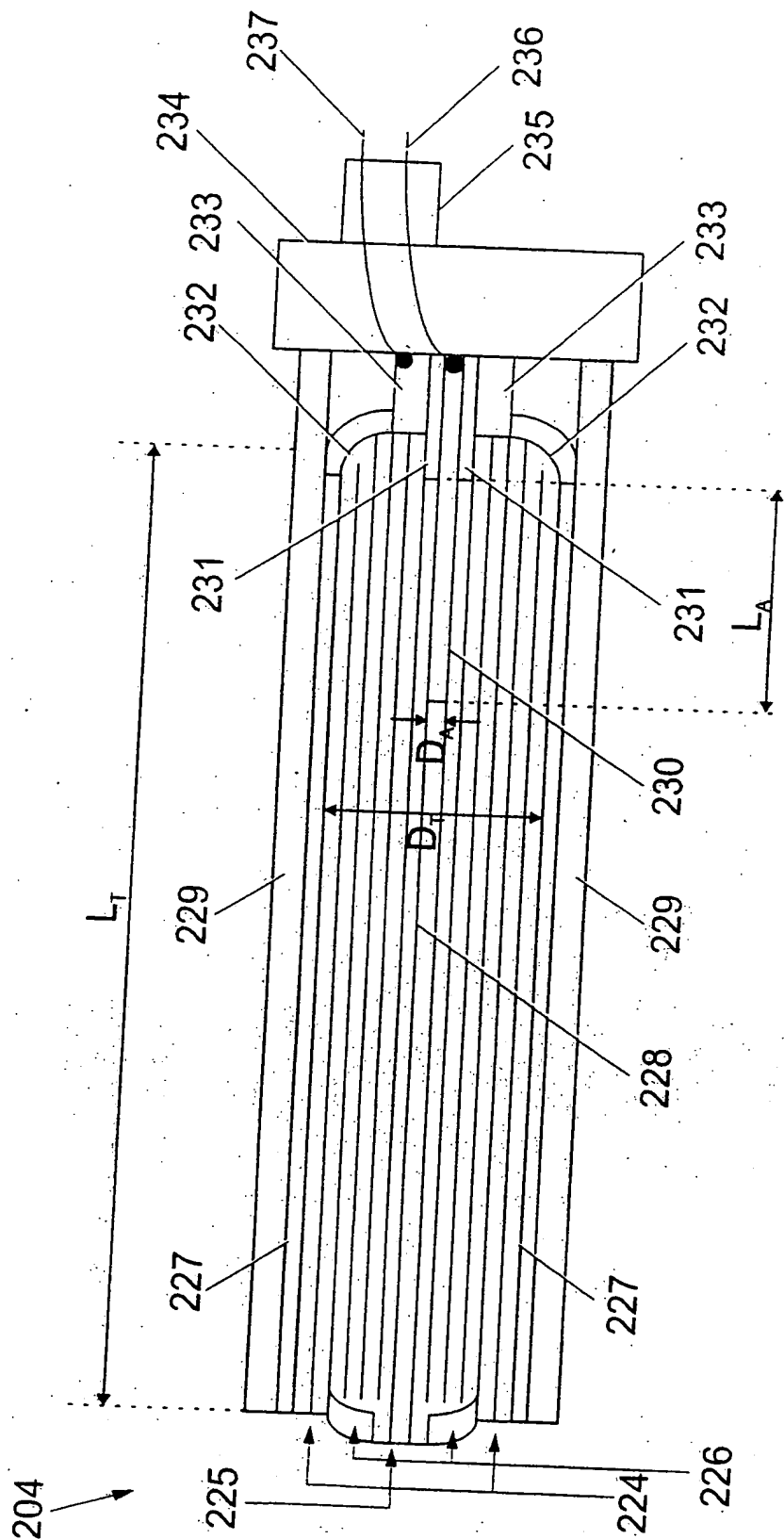


Fig. 5A

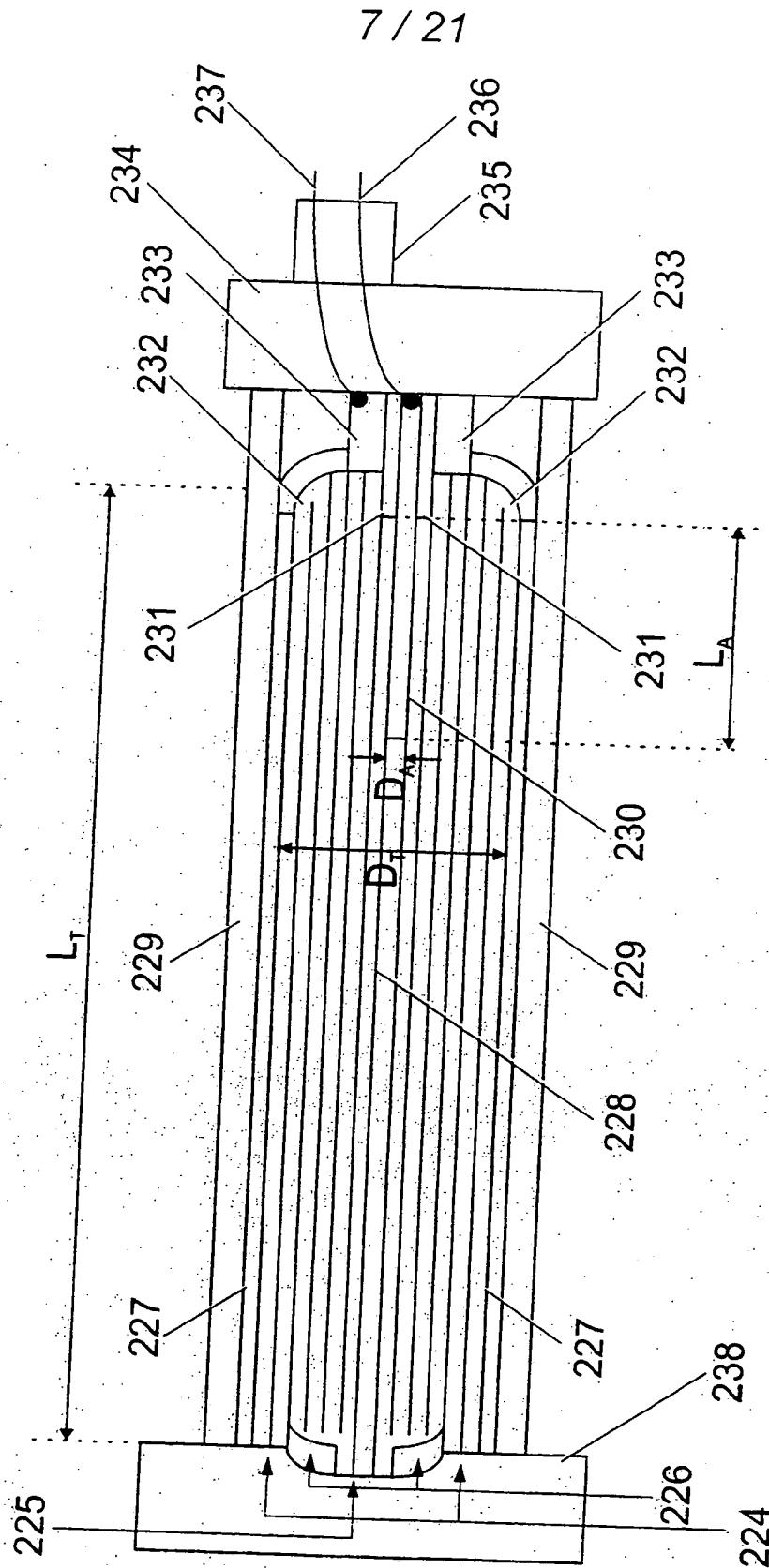


Fig. 5B

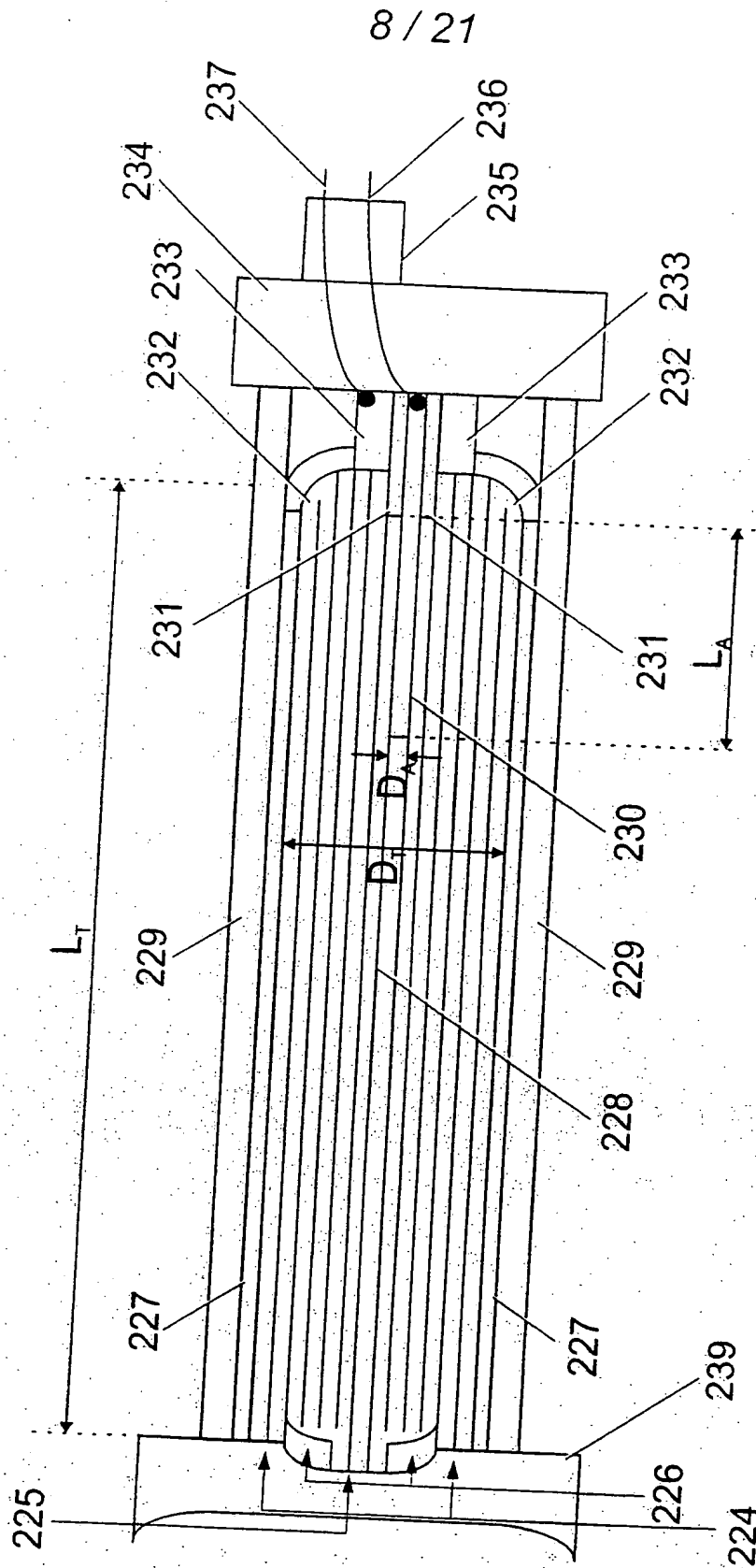


Fig. 5C

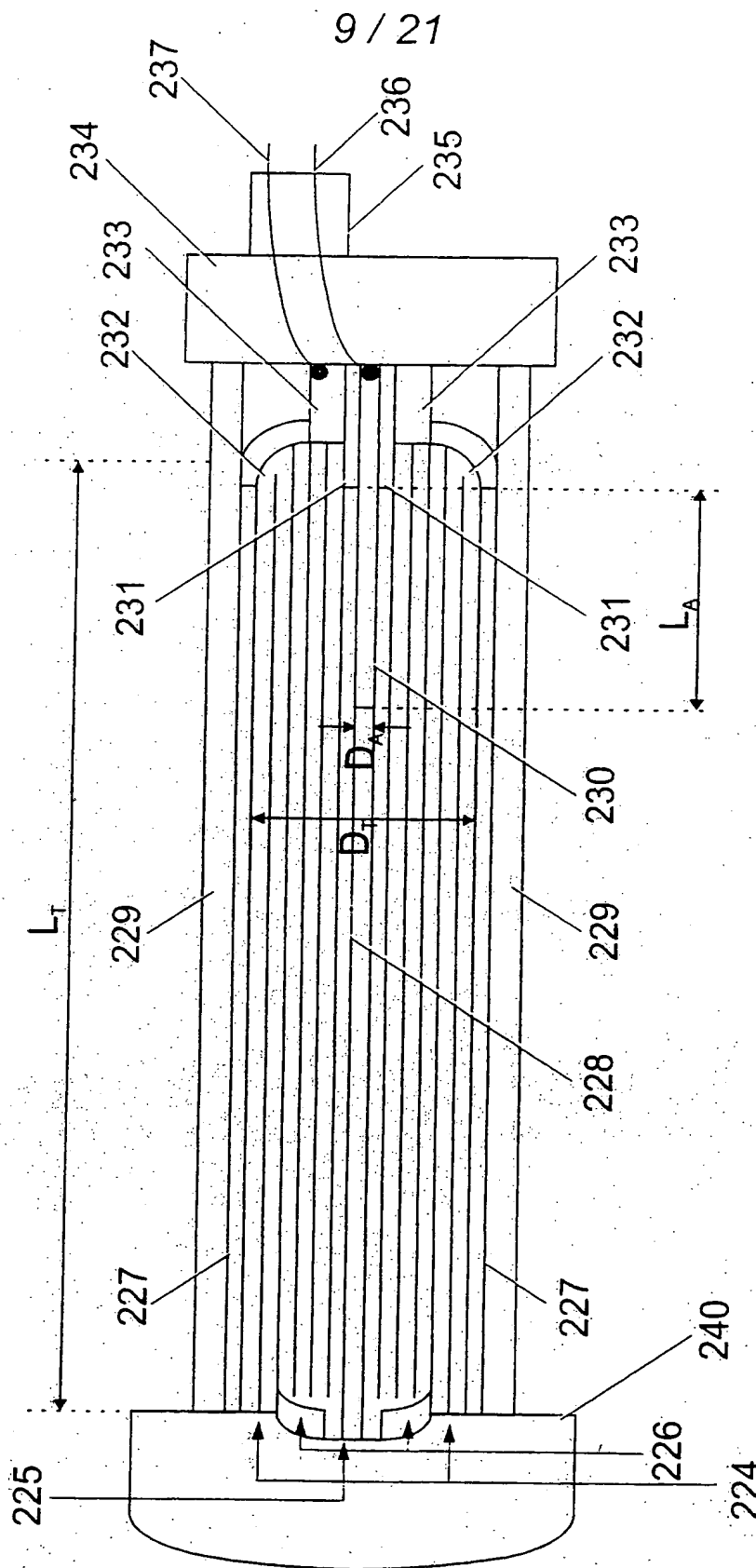


Fig. 5D

10/21

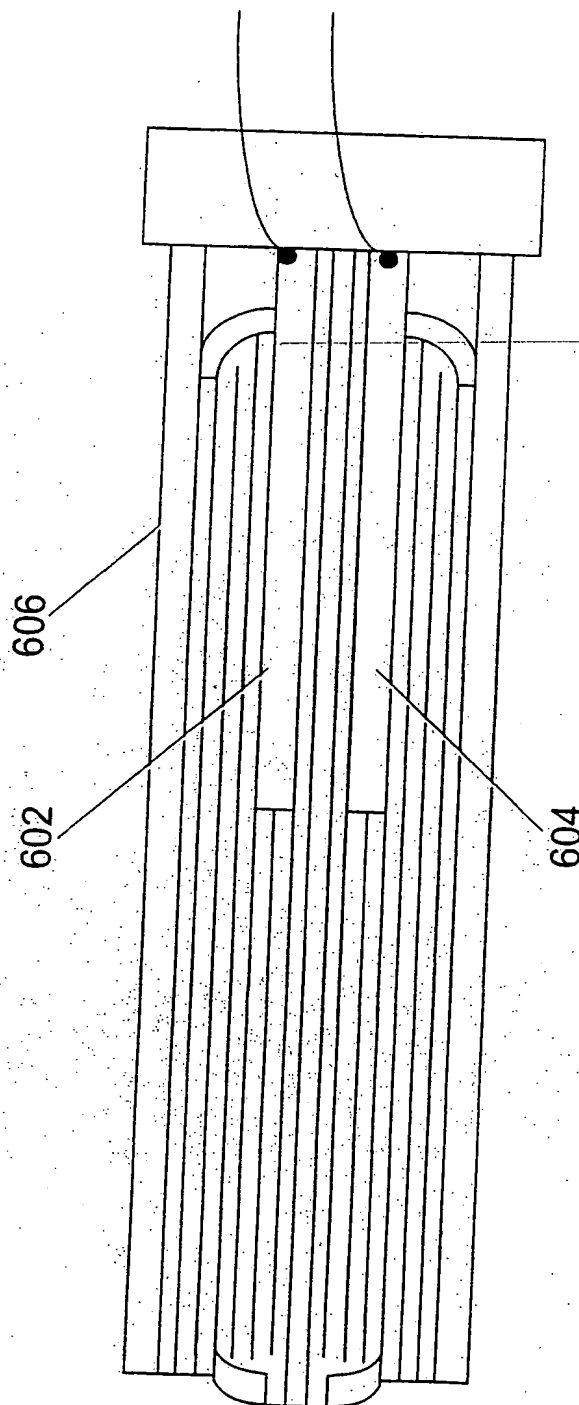
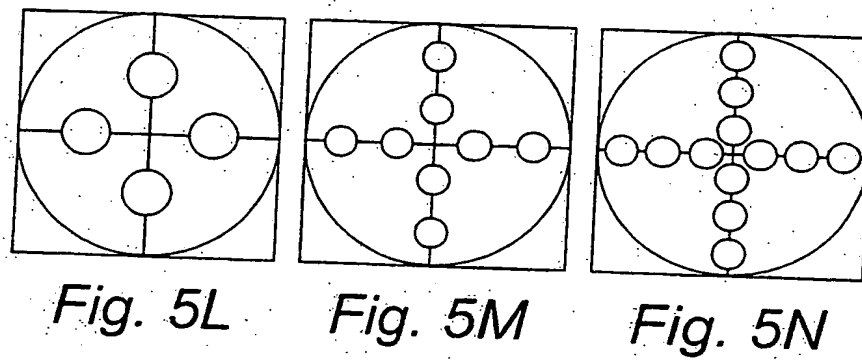
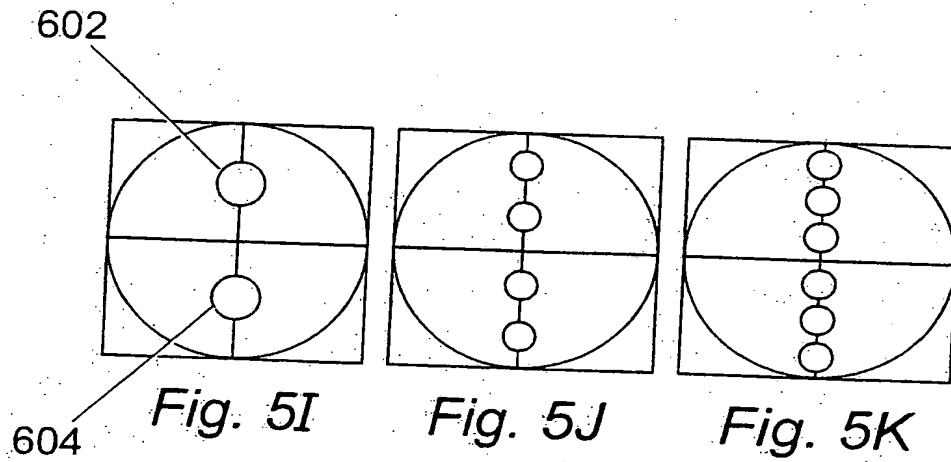
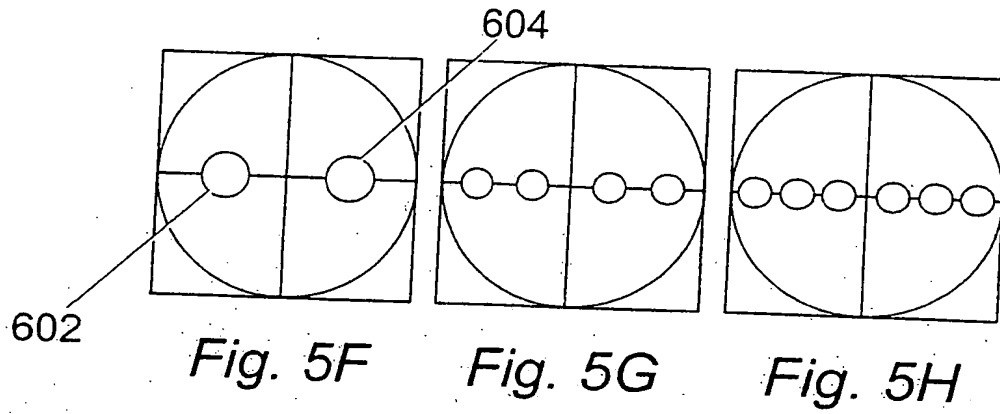


Fig. 5E

11 / 21



12/21

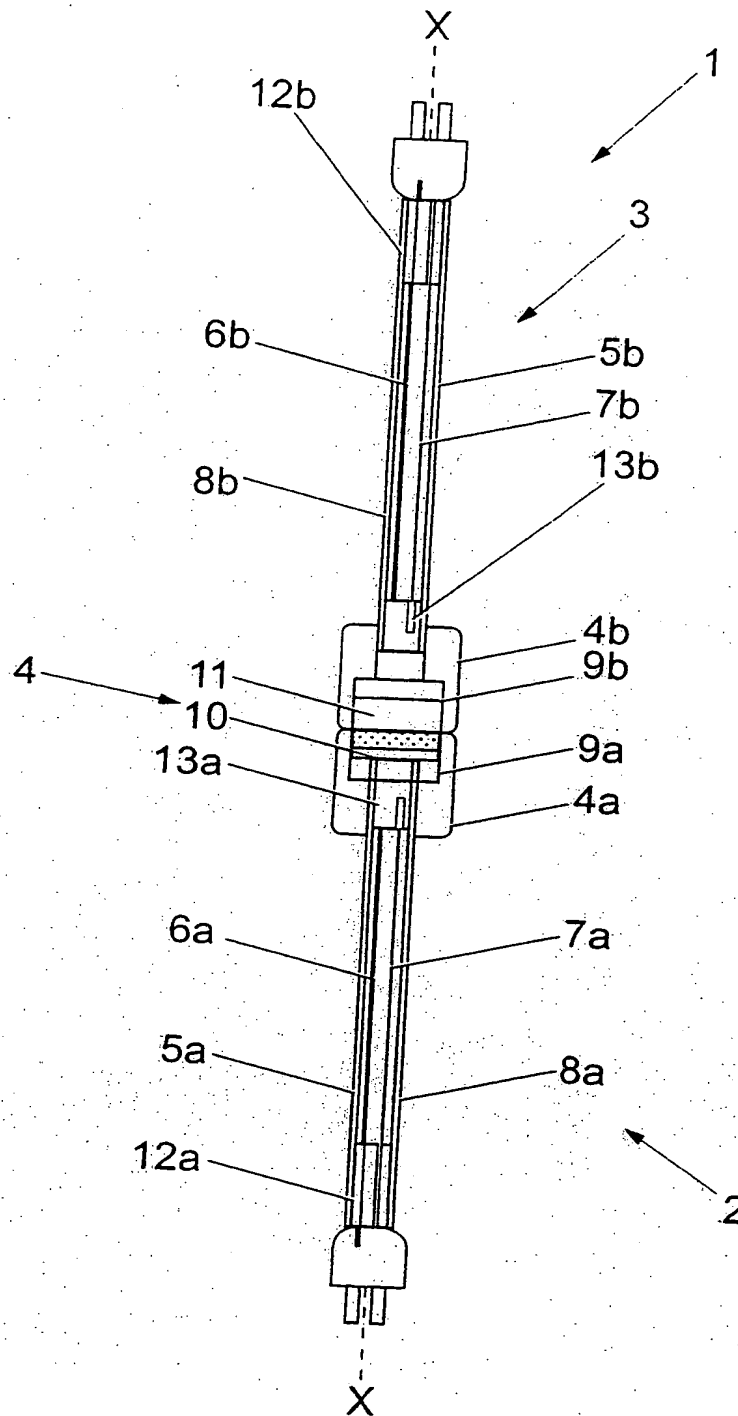


Fig. 6A

13 / 21

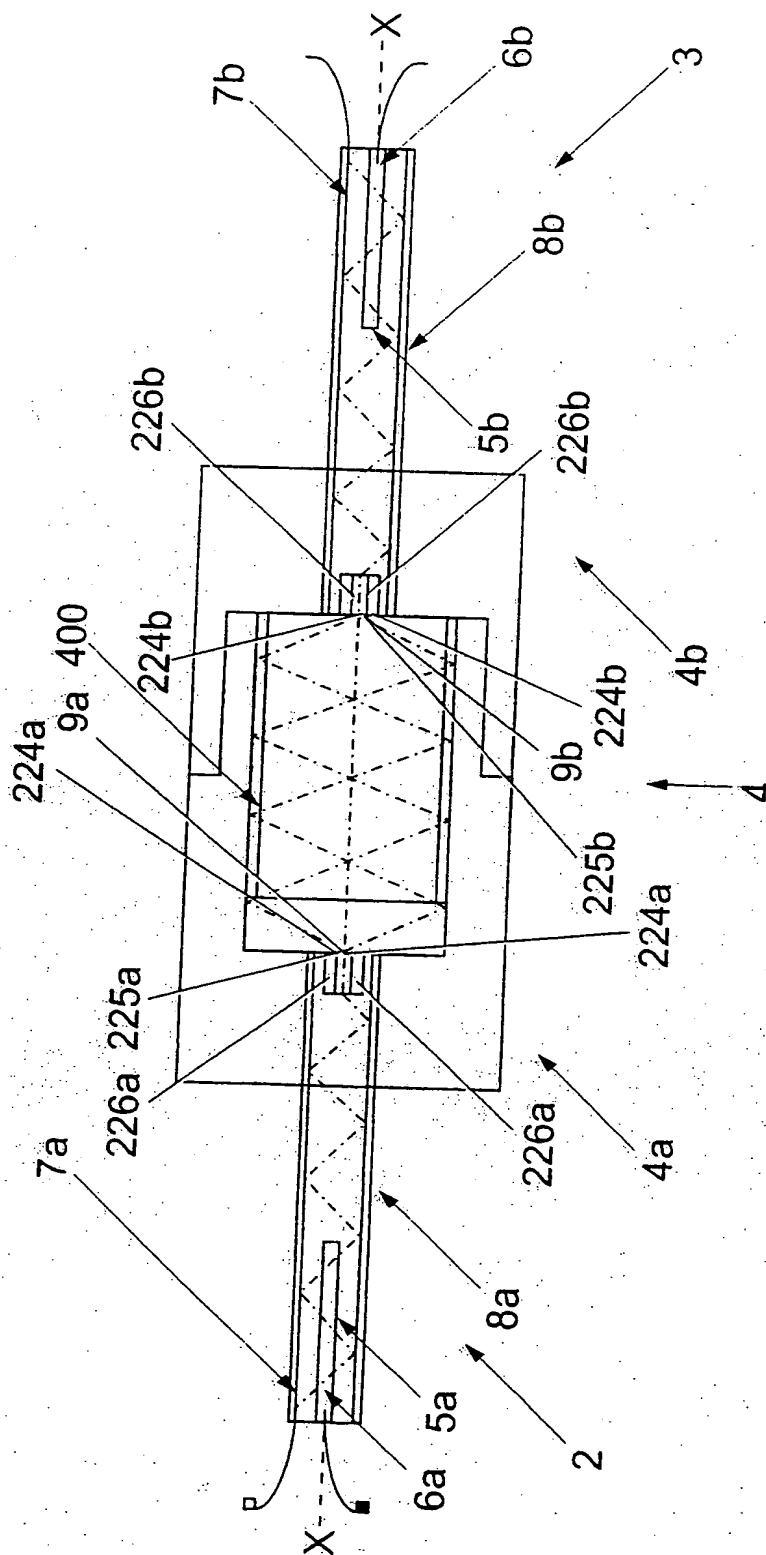


Fig. 6B

14 / 21

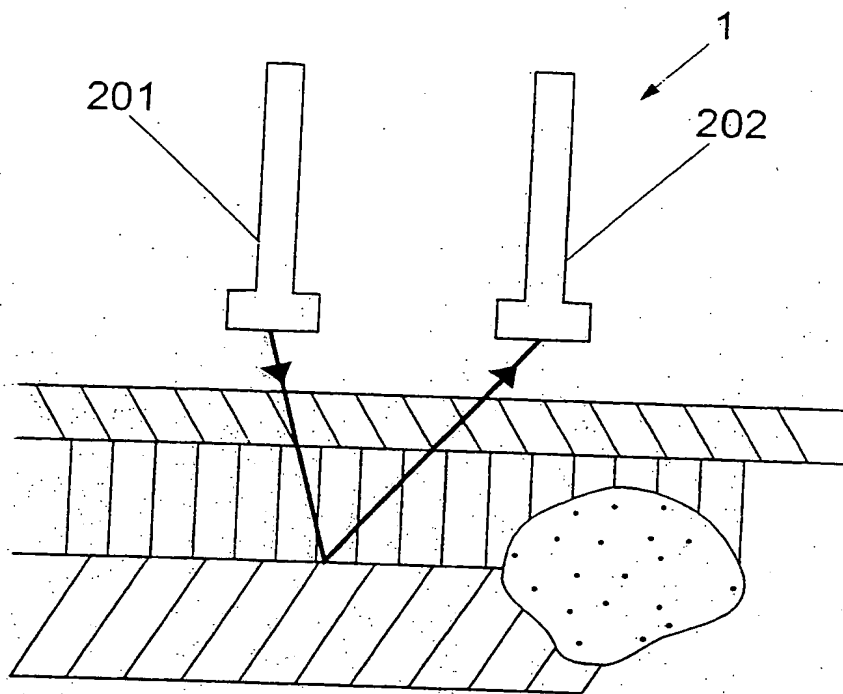


Fig. 7A

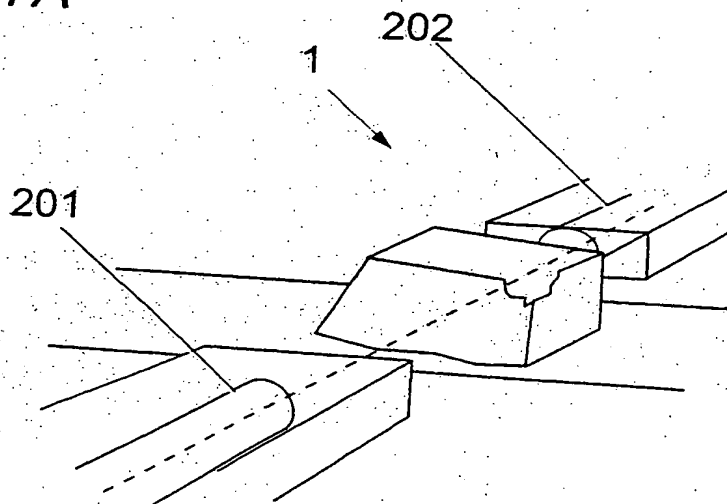


Fig. 7B

15 / 21

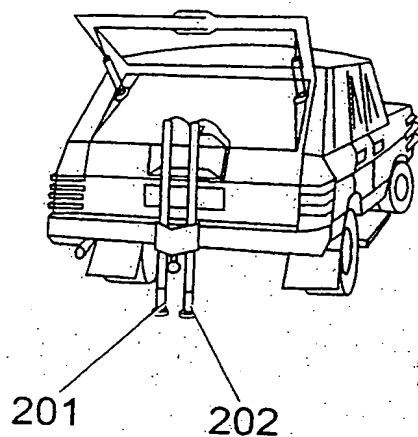


Fig. 8A

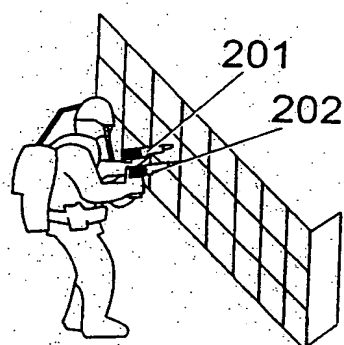
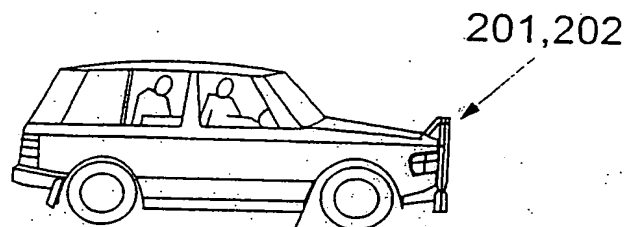


Fig. 8B

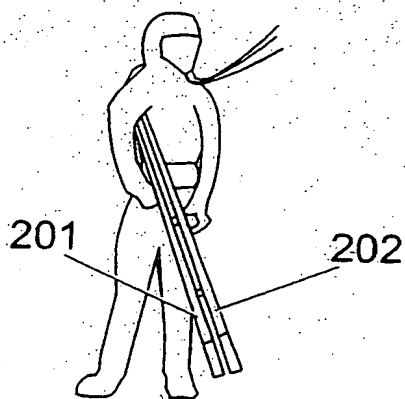
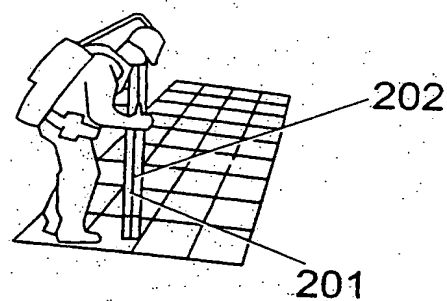


Fig. 8C

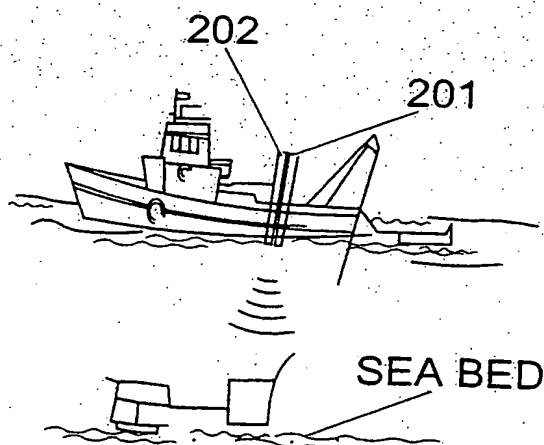


Fig. 8D

16 / 21

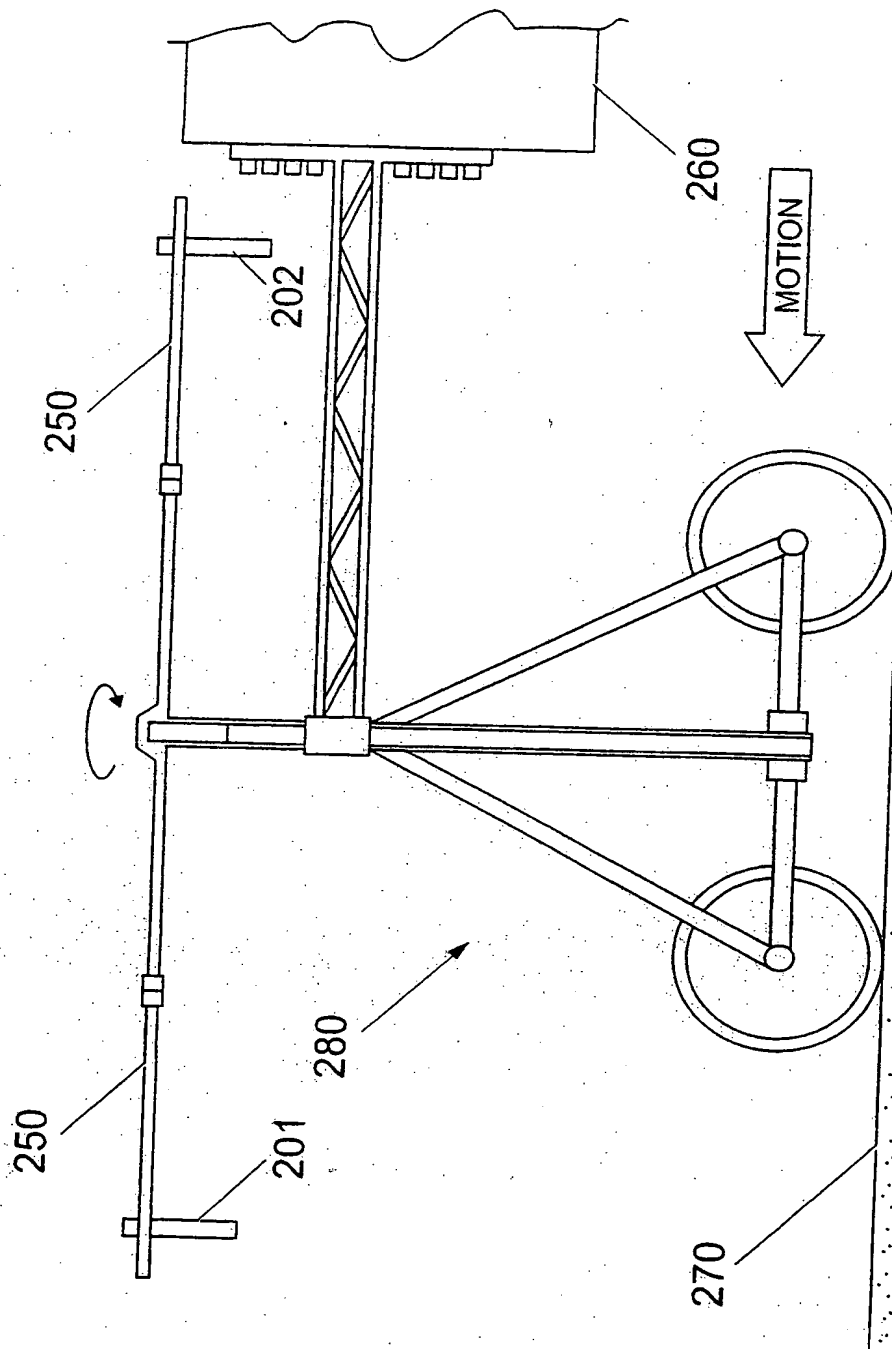


Fig. 9

17 / 21

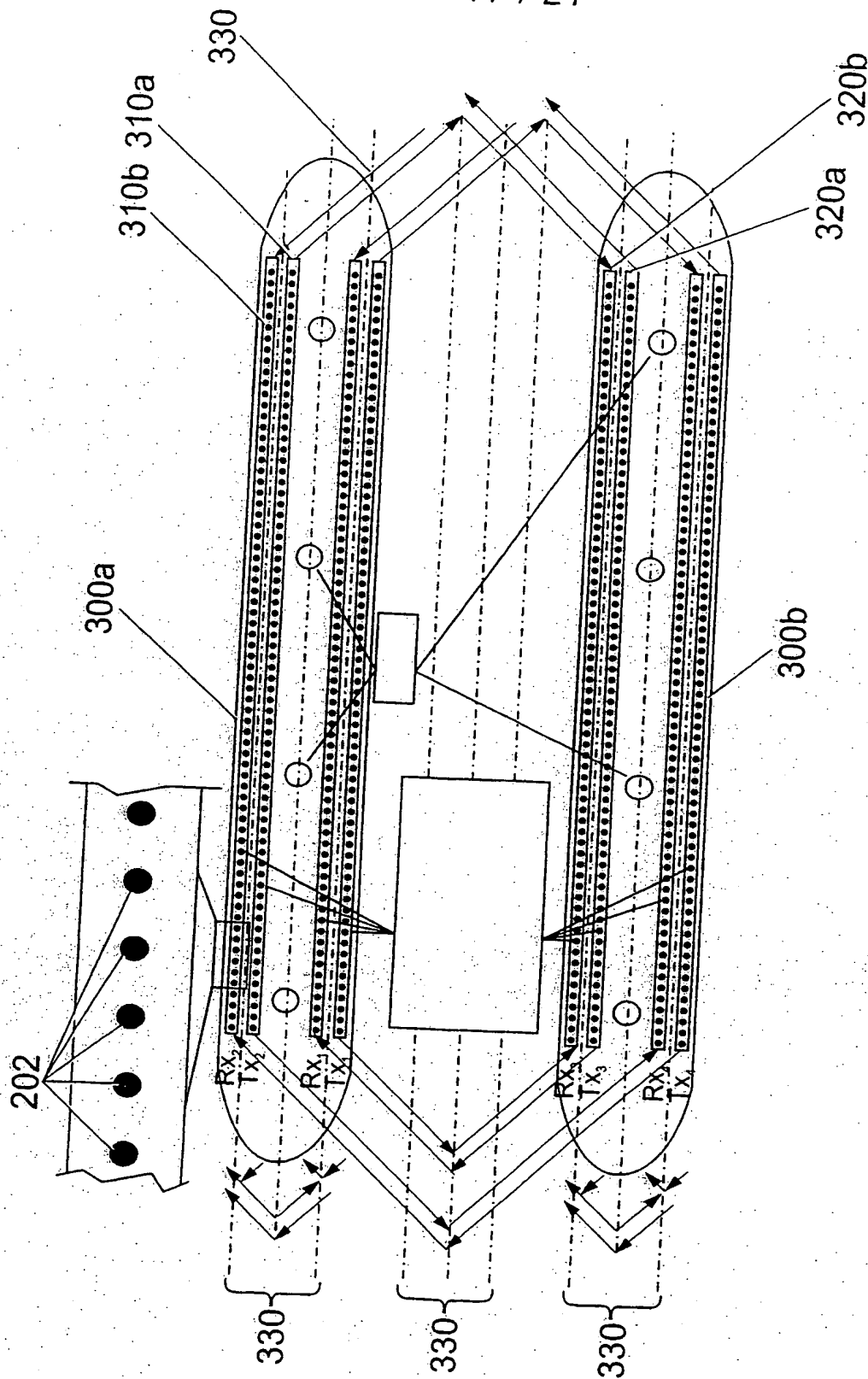


Fig. 10

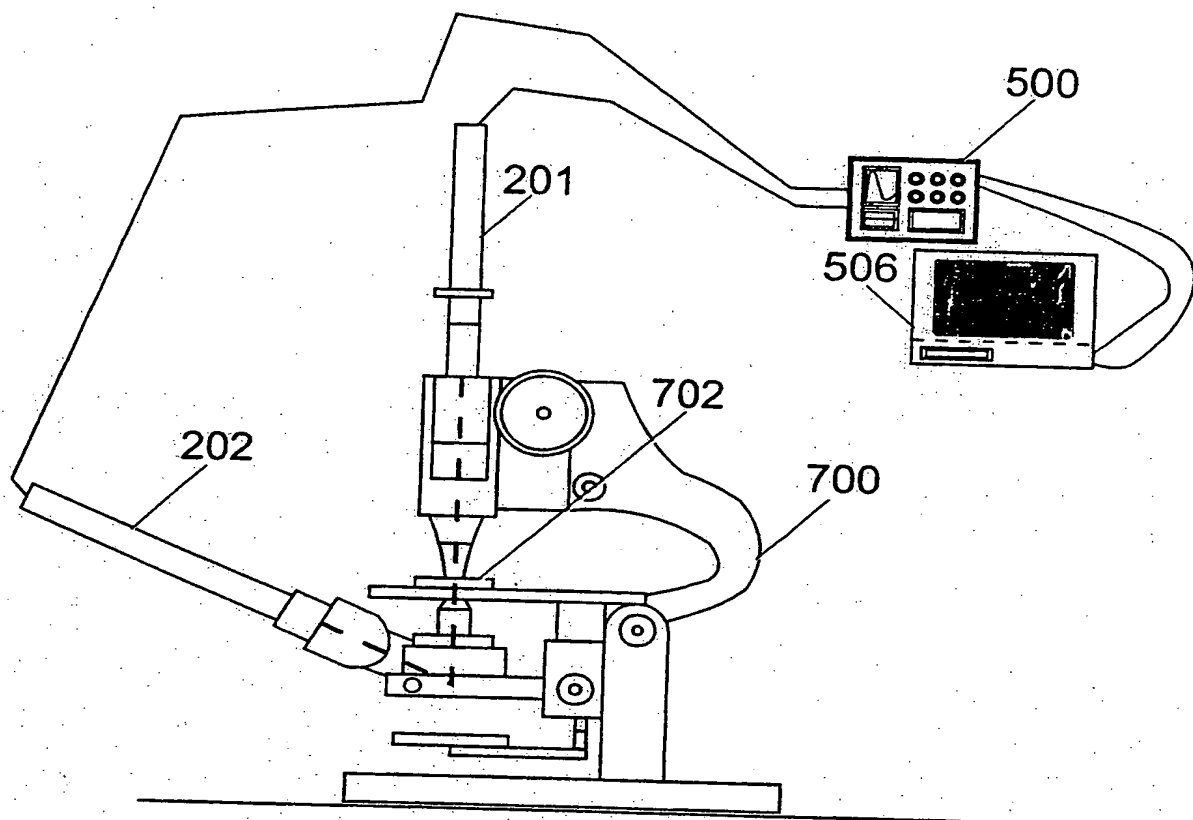


Fig. 11A

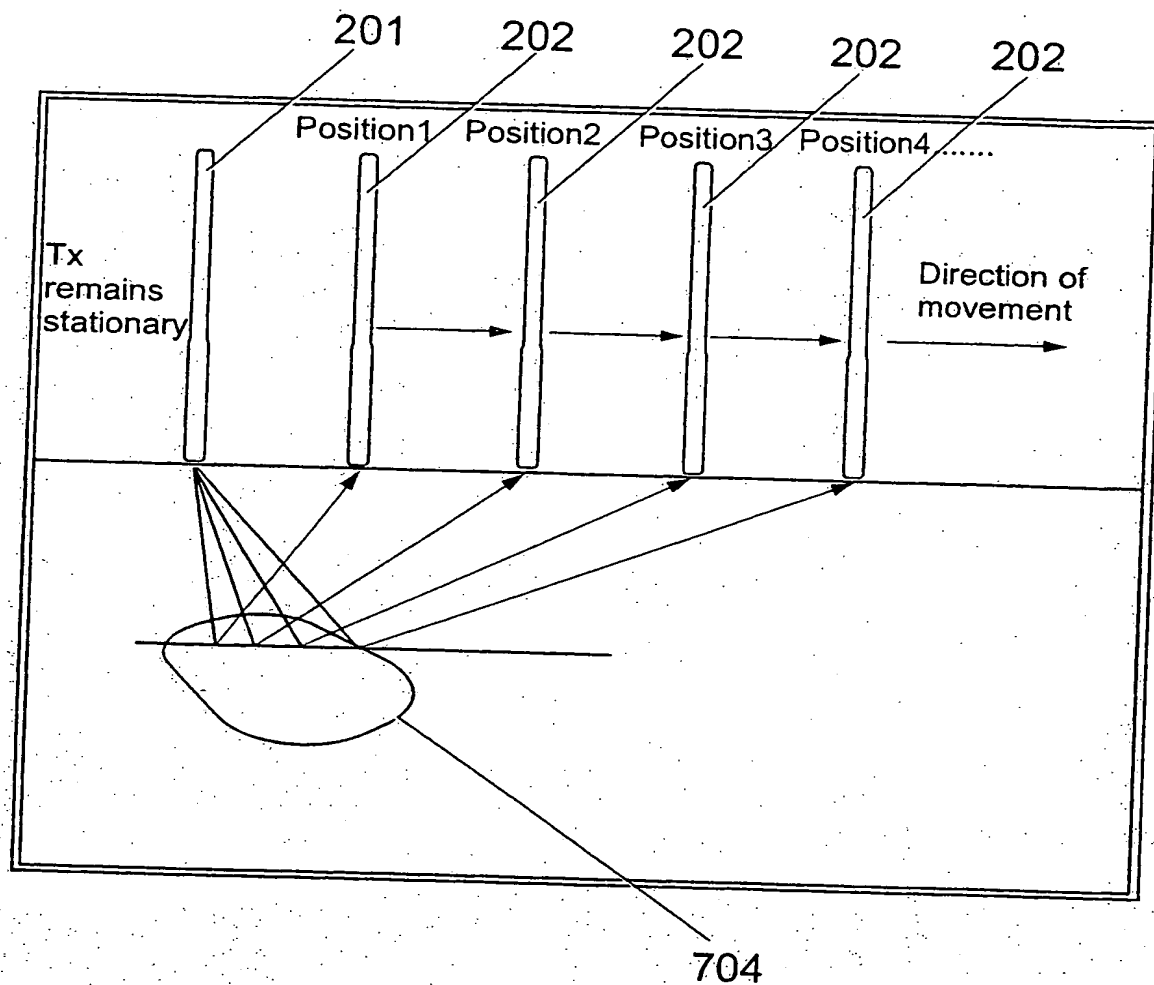


Fig. 11B

20/21

MODE	Resolution Time (ps)	Resolution Space (m) (in salt water)	PRF (kHz)	Pw (ns)	TR (ns)	Fmax (MHz)	Fmin (MHz)	P _{tr}	ScanRate (traces/s)	1/SR (Sdelay)	T _s (ns)
A1	50	0.00167	100	0.1	2	10000	1000	40	2500	0.0004	0.05
A2	50	0.00167	100	0.1	5	10000	1000	100	1000	0.001	0.05
A3	100	0.00167	100	0.1	10	5000	500	100	1000	0.001	0.1
A4	250	0.00167	100	0.1	15	2000	200	60	1667	0.0006	0.25
A5	500	0.00167	100	0.1	25	1000	100	50	2000	0.0005	0.5
B1	250	0.01667	100	1	2000	2000	125	8000	12.5	0.08	0.25
B2	500	0.01667	100	1	4000	1000	62.5	8000	12.5	0.08	0.5
B3	625	0.01667	100	1	6000	800	50	9600	10.4	0.096	0.625
B4	1250	0.01667	50	1	8000	400	25	6400	7.8125	0.128	1.25
B5	2500	0.01667	25	1	10000	200	12.5	4000	6.25	0.16	2.5
C1	2500	0.16667	50	10	20000	200	12.5	8000	0.625	1.6	2.5
C2	5000	0.16667	25	10	40000	100	6.25	8000	0.3125	3.2	5
C3	10000	0.16667	12.5	10	80000	50	2.25	8000	0.15625	6.4	10
C4	40000	0.16667	6.25	10	160000	12.5	1	4000	0.15625	6.4	40
C5	62500	0.16667	3.125	10	250000	12.5	1	40000	0.078125	12.8	40

P_{tr} = number of pixels per trace
 PRF = Pulse Repetition Frequency
 Pw = Pulse Width
 TR = Time Range
 Fmax = Maximum Frequency
 Fmin = Minimum Frequency
 Resolution Time = time between pixels going down the trace
 SR = Sampling Rate

Fig. 12

Sampling Rate = $F_s = 2 \cdot F_{max}$
 Range for all generic types = $1/4 F_{max} - 4 F_{max}$
 $P_{tr} = \text{Time Range (TR)} / \text{Sampling Time (ts)}$
 Sampling Time = $T_s = 1/2 F_{max}$, time occupied by 1 pixel in the y-direction going down the trace

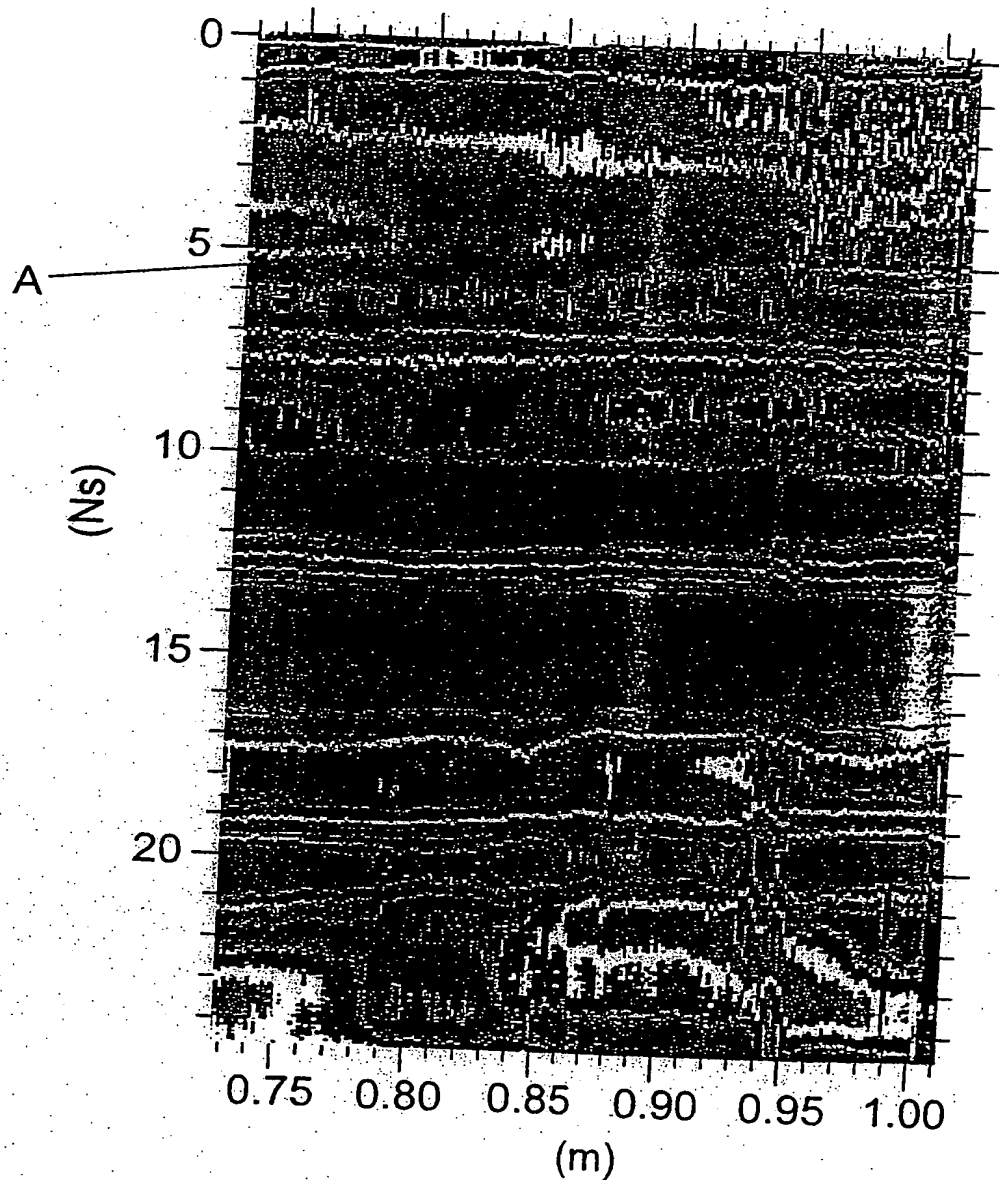


Fig. 13